

	Type	Hits	Search Text	DBs	Time Stamp
31	BRS	1	5432893.pn. and pixel and input near color	USPAT; US-PGPUB; EPO; JPO	2003/06/28 16:22
32	BRS	0	5432893.pn. and scene near balanc\$3	USPAT; US-PGPUB; EPO; JPO	2003/06/28 00:22
33	BRS	177	scene near balanc\$3	USPAT; US-PGPUB; EPO; JPO	2003/06/28 00:22
34	BRS	21	scene near balanc\$3 and probabilit\$2	USPAT; US-PGPUB; EPO; JPO	2003/06/28 16:03
35	BRS	43	scene near balanc\$3 and (345/\$.ccls. 382/\$.ccls.)	USPAT; US-PGPUB; EPO; JPO	2003/06/28 16:04
36	BRS	1	5432893.pn.	USPAT; US-PGPUB; EPO; JPO	2003/06/28 16:22
37	BRS	335	345/600.ccls.	USPAT; US-PGPUB; EPO; JPO	2003/06/28 16:23
38	BRS	12	345/600.ccls. and probabilit\$2	USPAT; US-PGPUB; EPO; JPO	2003/06/28 16:23
39	BRS	1	09/900,564 and removing	USPAT; US-PGPUB; EPO; JPO	2003/06/28 18:02
40	BRS	51	345/635.ccls.	USPAT; US-PGPUB; EPO; JPO	2003/06/28 18:30

	Type	Hits	Search Text	DBs	Time Stamp
41	BRS	2	append\$3 near image same resiz\$3	USPAT; US-PGPUB; EPO; JPO	2003/06/28 20:51
42	BRS	26	382/166.ccls. and (region block) and palette	USPAT; US-PGPUB; EPO; JPO	2003/06/28 19:51
43	BRS	28	382/166.ccls. and palette	USPAT; US-PGPUB; EPO; JPO	2003/06/28 19:55
44	BRS	20	345/581.ccls. and palette	USPAT; US-PGPUB; EPO; JPO	2003/06/28 19:55
45	BRS	687	image near (resiz\$3 enlarg\$3 reduc\$3) same match\$3	USPAT; US-PGPUB; EPO; JPO	2003/06/28 20:52
46	BRS	70	image near (resiz\$3 enlarg\$3 reduc\$3) same match\$3 and 345/\$.ccls.	USPAT; US-PGPUB; EPO; JPO	2003/06/28 21:31
47	BRS	0	stitch\$3 same image near (resiz\$3 enlarg\$3 reduc\$3) same match\$3	USPAT; US-PGPUB; EPO; JPO	2003/06/28 21:32
48	BRS	49	stitch\$3 near image same (resiz\$3 enlarg\$3 reduc\$3)	USPAT; US-PGPUB; EPO; JPO	2003/06/28 21:41
49	BRS	88	combin\$3 near image same (resiz\$3 enlarg\$3 reduc\$3) and 345/\$.ccls.	USPAT; US-PGPUB; EPO; JPO	2003/06/28 21:42



Subscribe Register
(Full Service) (Limited Service, Free)

Login

09/900, 564
RJ
6/28/03

Search: ☐ The Guide ☒ The ACM Digital Library
(scene balance) and probability

THE ACM DIGITAL LIBRARY

Feedback

Terms used scene balance and probability

Sort results
by

relevance



☒ Save results to a Binder

Ti

☒ Search Tips

Ti

☐ Open results in a new window

Display results

expanded form



Results 1 - 20 of 200

Result page: 1 2 3 4 5 6 7 8 9

Best 200 shown

- 1 Towards efficient parallel radiosity for DSM-based parallel computers using
Luc Renambot, Bruno Arnaldi, Thierry Priol, Xavier Pueyo
October 1997 Proceedings of the IEEE symposium on Parallel rendering
Full text available: pdf(1.18 MB) Additional Information: full citation, references, citations

Keywords: global illumination, parallel computing, radiosity, realistic image sy

- 2 Pixel merging for object-parallel rendering: a distributed snooping algorithm
Michael Cox, Pat Hanrahan
November 1993 Proceedings of the 1993 symposium on Parallel rendering
Full text available: pdf(2.05 MB) Additional Information: full citation, references, citations, index terms


Keywords: cache coherency, object-parallel rendering, pixel merging, snoopy

3 Using the visual differences predictor to improve performance of progressive rendering

Valdimir Volevich, Karol Myszkowski, Andrei Khodulev, Edward A. Kopylov

April 2000

ACM Transactions on Graphics (TOG), Volume 19 Issue 2

Full text available:  pdf(1.87 MB)

Additional Information: full citation, abstract, references, citation index

A novel view-independent technique for progressive global illumination computation uses visual differences to improve both efficiency and effectiveness of physically-based rendering. The technique is a mixture of stochastic (density estimation) and deterministic (adaptive refinement) methods. It is designed to reduce the differences between the intermediate and final images as seen by a human observer in the course of rendering.

Keywords: Monte Carlo photon tracing, adaptive mesh subdivision, density estimation, refinement, view-independent solutions

4 VC-1: a scalable graphics computer with virtual local frame buffers

Satoshi Nishimura, Tosiya L. Kunii

August 1996 Proceedings of the 23rd annual conference on Computer graphics and interactive techniques

Full text available:  pdf(266.19 KB)


Additional Information: full citation, references, index text

Keywords: demand paging, frame buffers, parallel polygon rendering, scalable rendering

5 The randomized z-buffer algorithm: interactive rendering of highly complex scenes

Michael Wand, Matthias Fischer, Ingmar Peter, Friedhelm Meyer auf der Heide, Volker Stalder

August 2001 Proceedings of the 28th annual conference on Computer graphics and interactive techniques

Full text available:  pdf(2.24 MB)

Additional Information: full citation, abstract, references, citation index

We present a new output-sensitive rendering algorithm, the *rar* algorithm. It renders an image of an arbitrary three-dimensional scene consisting of a large number of triangles. The algorithm is based on a dynamic reconstruction from a dynamically chosen set of random surface points. It is independent of mesh connectivity and topology. The resulting rendering time is logarithmically related to the numbers of triangles in the scene. We have rendered scenes of up to 10 million triangles.

Keywords: Monte Carlo techniques, level of detail algorithms, rendering

6 On the partitionability of hierarchical radiosity

Robert Garmann

October 1999

Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics

Full text available:  pdf(281.29 KB)

Additional Information: full citation, abstract, references

The Hierarchical Radiosity Algorithm (HRA) is one of the most efficient sequer rendering. Unfortunately, it is hard to implement in parallel. There exist fairly but things get worst in a distributed memory (DM) environment. In this paper graph partitioning setting. Various measurements performed on the task acce: of s ...

7 Session C4: multi-scale techniques: A case study on automatic camera placement using historical data

Stanislav L. Stoev, Wolfgang Straßer

October 2002

Proceedings of the conference on Visualization '02

Full text available:  pdf(476.05 KB)

Additional Information: full citation, abstract, references

In this paper, we address the problem of automatic camera positioning and in the context of historical data visualization. After short description of the given data, we describe the positioning of a virtual camera in such a way that not only the projected area is displayed scene. This is especially important when displaying terrain models, when only the projected ...

Keywords: automatic camera control, historical data, time-dependent data, visualization

8 Cost prediction for ray shooting

Boris Aronov, Hervé Brönnimann, Allen Y. Chang, Yi-Jen Chiang

June 2002

Proceedings of the eighteenth annual symposium on Computational geometry

Full text available:  pdf(324.57 KB)

Additional Information: full citation, abstract, references


The *ray shooting* problem arises in many different contexts. For example, solving it when images are ray-traced in computer graphics. Unfortunately, theoretical solutions are impractical, while practical solutions offer few provable guarantees on performance. Algorithms used in practice on different data sets vary so widely as to be almost impossible to compare. Guarantees seem unavailable ...

Keywords: average performance, cost model, cost prediction, octree, ray shooting

9 A hypercube Ray-tracer

J. Salmon, J. Goldsmith

January 1989 Proceedings of the third conference on Hypercube concurrent comp

Full text available:  pdf(1.36 MB)



Additional Information: full citation, abstract, references, c

We describe a hypercube ray-tracing program for rendering computer graphics: memory of a single processor, the ray-tracer uses a scattered decomposition (a very high efficiency. The more interesting case of large models, which cannot a decomposition of the model data as well as the pixels. We present algorithm upon information about ...

10 Optimally combining sampling techniques for Monte Carlo rendering

Eric Veach, Leonidas J. Guibas

September 1995 Proceedings of the 22nd annual conference on Computer graphi

Full text available:  pdf(509.78 KB)  ps(2.21 MB)

Additional Information: full citation, re

Keywords: Monte Carlo, distribution ray tracing, global illumination, lighting s

11 Perception-guided global illumination solution for animation rendering

Karol Myszkowski, Takehiro Tawara, Hiroyuki Akamine, Hans-Peter Seidel

August 2001 Proceedings of the 28th annual conference on Computer graphics a

Full text available:  pdf(493.13 KB)

Additional Information: full citation, abstract, references,


We present a method for efficient global illumination computati taking advantage of temporal coherence of lighting distribution framework of stochastic photon tracing and density estimation energy-based error metric is used to prevent photon processing scene regions in which lighting distribution changes rapidly. A p suitable for animation is u ...

Keywords: Monte Carlo techniques, animation, human factors,

12 The analysis of a simple k-means clustering algorithm

Tapas Kanungo, David M. Mount, Nathan S. Netanyahu, Christine Piatko, Ruth S

May 2000 Proceedings of the sixteenth annual symposium on Computational ge

Full text available:  pdf(1.24 MB)

Additional Information: full citation, references, index term

13 Scheduling policies to support distributed 3D multimedia applications

Thu D. Nguyen, John Zahorjan

June 1998 ACM SIGMETRICS Performance Evaluation Review , Proceedings of the conference on Measurement and modeling of computer systems, Volu

Full text available:  pdf(1.25 MB)

Additional Information: full citation, abstract, referenc

We consider the problem of scheduling the rendering component of 3D multin workstations connected via a local area network. Our goal is to meet a periodi the problem we address is how best to schedule tasks with unpredictable serv to meet a real-time deadline, given that all communication among nodes enta consider two distinct classes of sche ...

14 Metropolis light transport

Eric Veach, Leonidas J. Guibas

August 1997 Proceedings of the 24th annual conference on Computer graphics ar

Full text available:  pdf(3.45 MB)

Additional Information: full citation, references, citings, inc

Keywords: Markov Chain Monte Carlo methods, Metropolis-Hastings algorithm illumination, lighting simulation, physically-based rendering, radiative heat tr

15 Monte Carlo approximation of form factors with error bounded a priori

M. Pellegrini

September 1995 Proceedings of the eleventh annual symposium on Computational

Full text available:  pdf(879.96 KB)

Additional Information: full citation, references, citings, index terms

16 Session 3: interfacing stored media I: IRW: an incremental representation f

David Gotz, Ketan Mayer-Patel, Dinesh Manocha

December 2002 Proceedings of the tenth ACM international conference on M

Full text available:  pdf(661.73 KB)

Additional Information: full citation, abstrac

We present a new representation for image-based interactive walk-throughs. from novel viewpoints using samples from a spatial image dataset collected fr consist of pose augmented 2D images and often have a very large number of spatial coherence and rearranges the input samples as epipolar images. The b original image that can be ind ...

17 Data structures: Cost-driven octree construction schemes: an experimental

Boris Aronov, Hervé Bronnimann, Allen Y. Chang, Yi-Jen Chiang

June 2003

Proceedings of the nineteenth conference on Computational geometry

Full text available:  pdf(581.50 KB)

Additional Information: full citation, abstract, references, citations, index

Many algorithmic problems are interesting to both theoreticians and practitioners. Theoreticians have traditionally focused on worst-case scenarios which is often not the case in practice. Practitioners are sometimes stuck in the hacking culture and arrive at solutions for specific cases. An example of such an algorithmic problem is ray shooting. Imposing structure on queries usually helps to improve performance.

Keywords: average performance, cost model, cost prediction, octree, ray shooting

18 Direct illumination with lazy visibility evaluation

David Hart, Philip Dutré, Donald P. Greenberg

July 1999

Proceedings of the 26th annual conference on Computer graphics and computer-aided design

Full text available:  pdf(10.98 MB)

Additional Information: full citation, references, citations, index

Keywords: Monte Carlo techniques, illumination effects, rendering, shadow algorithms

19 Smooth B-spline illumination maps for bidirectional ray tracing

Richard A. Redner, Mark E. Lee, Samuel P. Uselton

October 1995

ACM Transactions on Graphics (TOG), Volume 14 Issue 4

Full text available:  pdf(4.06 MB)

Additional Information: full citation, abstract, references, citations, index

In this paper we introduce B-spline illumination maps and their generalization to arbitrary density functions. The B-spline lighting functions (i.e., illumination maps) can be estimated from random data generated by ray tracing programs as well as radiosity oriented algorithms. The use of these functions in rendering systems improves the quality of the rendered images.

Keywords: B-splines, bidirectional ray tracing, dispersion, illumination maps, rendering

20 Hierarchical view-dependent structures for interactive scene manipulation

Normand Brière, Pierre Poulin

August 1996

Proceedings of the 23rd annual conference on Computer graphics and computer-aided design

Full text available:  pdf(141.91 KB)

Additional Information: full citation, references, citations, index




Keywords: color tree, image quadtree, interactive system, ray tree, rendering

Results 1 - 20 of 200

Result page: **1** 2 3 4 5 6 ;

The ACM Portal is published by the Association for Computing Machinery.

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Co](#)

Useful downloads:  Adobe Acrobat  QuickTime  Windows Me